

EZEQUIEL (KIMI) ACETO

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SUMMARY

Principal Software Engineer driving platform engineering, developer experience, and engineering strategy at scale for global banking. 15+ years of system design and technical leadership across iOS, Android, Web, and cross-platform systems, from embedded firmware to enterprise SDKs serving 20M+ users across 7+ countries at Openbank (Santander Group). Currently leads the experimentation domain: analytics, feature flagging, RUM, and session replay, across all platforms, and defines the architecture for Server-Driven UI and Server-Defined Events. Consistently turns architecture decisions into measurable impact: 70% lower analytics costs, 45% faster CI/CD, and org-wide adoption of 9+ modular SDKs. Proven at setting technical vision, evaluating trade-offs at scale, and aligning stakeholders across product, data, and engineering. AWS Certified Solutions Architect. Adjunct Professor for 8+ years at Universidad de Buenos Aires.

KEY ACHIEVEMENTS

- Cut analytics infrastructure costs by 70% by engineering a Google Tag Manager server-side architecture processing billions of events/month — now live across 6+ Santander branches (BR, MX, UK, US, ES, UY) and all Openbank regions.
- Reduced CI/CD pipeline times by 45% by co-architecting a modular iOS build system, accelerating delivery for a 20M+ user banking platform.
- Established the enterprise mobile architecture standard by driving org-wide adoption of 9+ modular SDKs across Openbank and Santander Group brands.
- Lead experimentation across Web, iOS, and Android. RUM, Session Replay, Analytics, Visual Analytics, and feature flagging, serving all of Openbank and Santander Mexico.
- Architecting Server-Driven UI and Server-Defined Events to decouple product iteration and analytics governance from app releases.

EXPERIENCE

Principal Software Engineer

Dec 2025 – Present

Openbank (Santander Group) — Madrid, Spain

- Lead the experimentation domain across Web, iOS, and Android, Real-User Monitoring, Session Replay, Analytics, Visual Analytics, and feature flagging, serving all of Openbank and Santander Mexico.
- Drove the GTM server-side migration end to end, aligning product, data, and infrastructure stakeholders to cut analytics costs by 70%; now live across 6+ Santander branches (BR, MX, UK, US, ES, UY) and all Openbank regions, processing billions of events/month.
- Leading the architecture and PoC for Server-Driven UI, enabling product teams to ship and iterate UI without app releases.
- Defining and implementing Server-Defined Events, an architecture where analytics event payloads are specified server-side (Tealium, GTM, GA4, Kinesis) instead of hardcoded in the app, improving event governance and consistency across platforms.

Senior Software Architect | Mobile

Jul 2022 – Dec 2025

Openbank (Santander Group) — Madrid, Spain

- Head of the Developer Advocates and Technical Documentation teams; member of the iOS Architecture Team.
- Architected a modular SDK ecosystem (9+ libraries), enabling teams across 7+ countries to ship independently whilst maintaining architectural consistency.
- Co-architected a modular iOS build system that cut CI/CD pipeline times by 45%, accelerating delivery for the mobile engineering organisation.
- Drove cross-functional collaboration with product, data, and infrastructure stakeholders to align technical strategy with business goals; established internal SDK adoption programmes, cross-platform standards, and a developer documentation strategy.
- Mentored engineers across the mobile organisation and delivered internal talks on software architecture, scalability, and iOS development best practices.

Senior Expert Architect | API, iOS & Android

Jul 2021 – Jul 2022

Santander T&O España — Madrid, Spain

- Defined architecture standards and system design for mobile applications (Android, iOS, Flutter) and microservices across Santander Group's European operations.
- Directed proof-of-concept initiatives and technical evaluation of emerging technologies; patterns adopted by 5+ delivery teams across Santander Group.

Senior Technical Lead | API, iOS & Android

May 2020 – Jul 2021

Santander Tecnología Argentina — Buenos Aires

- Managed the Digital Banking Team; drove system design and migration from legacy monolith to microservices (Kotlin, GraphQL, Spring WebFlux), improving release cadence and system reliability.
- Key contributor to Santander Argentina's top-rated banking app on Play Store and App Store. Promoted to Senior Technical Lead within 6 months.

Mobile Apps Lead | iOS & Android

Aug 2015 – Mar 2020

AFIP — Buenos Aires, Argentina

- Directed an in-house mobile team shipping 7+ apps across iOS and Android using Swift, Java, and React Native, serving millions of taxpayers nationwide.
- Built the authenticated user portal (8M users/month) with React.js and Spring Boot, replacing a legacy desktop-only system.

CTO / Mobile Application Developer

Oct 2012 – Jul 2015

Everypost — Buenos Aires, Argentina

- Guided the Mobile and Backend Development Team as CTO; owned architectural decisions for a social publishing platform serving users across multiple markets.
- Promoted from principal mobile developer to CTO in under a year based on technical impact and leadership.

Adjunct Professor & Researcher

Jan 2013 – May 2021

Universidad de Buenos Aires, Faculty of Engineering

- Taught Embedded Systems, Android OS for IoT, and microcontroller programming for 8+ years to 50+ engineering students per year.
- Contributed to applied research at the Advanced Information Systems Laboratory (LSIA); co-authored published papers on embedded and mobile systems.

EARLIER CAREER

Mobile Software Developer

Mar 2011 – Aug 2013

Dos al Cubo — Buenos Aires, Argentina

- Built mobile apps for 10+ digital newspapers and radio stations using the company's CMS platform (ThinkInDot), expanding their audience to mobile users.

Semi-Senior Mobile Developer

Sep 2009 – Mar 2011

Mobile Computing — Buenos Aires, Argentina

- Shipped iPhone, iPad, and Android apps for enterprise clients including Philip Morris Argentina and Cervecería y Maltería Quilmes, delivering in-house marketing tools used by field teams.

Embedded System Engineer & Founder

Aug 2004 – Dec 2012

Xenat — Buenos Aires, Argentina

- Founded and operated an embedded systems consultancy for 8+ years, delivering custom hardware (Atmel AVR, C) and mobile solutions for industrial clients.

TECHNICAL SKILLS

Leadership & Strategy: Technical Leadership, Engineering Strategy, Platform Engineering, Developer Experience (DevEx), System Design, Stakeholder Management, Mentoring

Mobile Platform Architecture: iOS, Android, Flutter, Swift, Kotlin, Java, React Native, Modular SDK Design

Experimentation & Analytics: Feature Flagging, A/B Testing, Real-User Monitoring, Session Replay, Visual Analytics, Google Tag Manager (Server-Side), Tealium, GA4, Kinesis, Server-Driven UI, Server-Defined Events

Backend & API Design: GraphQL, REST APIs, Spring Boot, Spring WebFlux, Microservices

Cloud & DevOps: AWS (Certified Solutions Architect), CI/CD, GitHub Actions

Systems & Cross-Platform: Rust, UniFFI, Embedded Systems (C/AVR), Clean Architecture, SOLID Principles

EDUCATION & CERTIFICATIONS

Bachelor's Degree in Systems Analysis, Engineering

2004 – 2017

Universidad de Buenos Aires (also studied Electronic Engineering and Computer Engineering)

AWS Certified Solutions Architect – Associate

Apr 2025 – Apr 2028

Leadership & Coaching – Universidad de Palermo

2009

PUBLICATIONS

- "From Outages to Resilience: Rethinking Certificate Pinning in Mobile and Desktop Apps" — LinkedIn, 2025
- "How to Implement a Scalable Architecture Across Multiple Platforms" — Joopy / OpenBank, Sep 2024
- "Android on Embedded Systems" — SASE (Simposio Argentino de Sistemas Embebidos), Aug 2022

OPEN SOURCE

<https://github.com/eaceto> | <https://kimi.blog/>

[QRDefender](#) — iOS/Android app for QR phishing protection. Published on App Store and Play Store.

[OpenCoreLocation](#) — API-compatible implementation of Apple's CoreLocation for Swift on Linux, extending Swift beyond Apple platforms.

[Rust Multiplatform Template](#) — UniFFI-based template for embedding Rust into iOS, macOS, Android, and JVM applications.

LANGUAGES

Spanish (Native) | English (Professional) | German (Basic) | Italian (Basic)